

|COMMODORE AMIGA|

FUSION

AMIGA



AMIGA SPECIAL £3.99

FUSION

WWW.FUSIONGAMEMAG.COM

POINT AND CLICK



A platform that just oozed
Point and Click adventures.

AMIGA

FUSION takes a
look down the
many iconic
guises of the
Commodore
Amiga range of
computers.



Contents

6 DON'T LOOK BACK IN ANGER

Billy Withers fondly remembers the game that defines his love for the Amiga — Moonstone

12 REVIEW — STARQUAKE

This game was never released on the Amiga — by the magic of a Galahad conversion, let there be Starquake.

14 TOP 5 — AMIGA CD32

John McDermott discusses his top 5 games for the Amiga CD32.

21 POINT AND CLICK ADVENTURES

The Amiga was home to many a point and click adventure — here Fusion picks our Top 5.

25 AMIGA HARDWARE GUIDE

The Fusion guide to the many faces of Commodore's 16-bit powerhouse.

30 REVIEW — SKILLGRID

A clever, skillfull, colourful and fast moving game — do we like it?

34 PERIFRACTIC'S RETRO RECIPES

Chris Simpson takes a look back at what made the Amiga special for him.

38 AMIGA WALKER

Rumour has it that only two Walkers exist, well now it's three (sort of).

40 TOP 5 — AMIGA UTILITIES

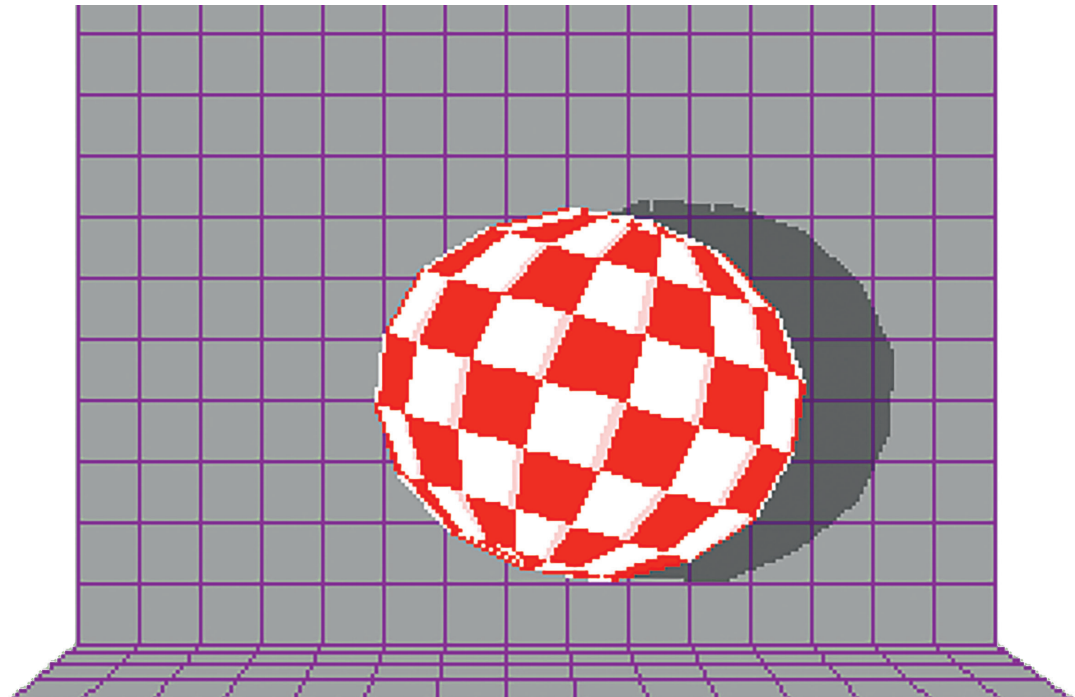
John McDermott highlights the Amiga utilities we cannot live without.

44 VIVA AMIGA

Zach Weddington gives us an inside look on what inspired him to make this documentary.

48 GAMES CHART FLASHBACK

We go back to the Amiga charts of September 1992 — have a guess what number 1 is?



Editor's Note



The continuing popularity of the Commodore Amiga has always impressed — over the years it has gained such a following of enthusiasts as to border on mainstream. If the number of mentions, developments, YouTube videos, Tweets and so on were equated to a UK pop chart top 20 — the Amiga would have been number one for months.

The Amiga is very dear to my heart and I was lucky enough to have owned one (the A500) during my formative years and even more lucky in more recent years to have met the very talented people responsible for its coming into being in the first place and getting to know them.

It is also through the love of this amazing machine that I have met what have become some of my closest friends in the world as we attended event after event, displaying our Amiga collections and helping others get into the hobby at the same time, and it's with this in mind that I would like to pay tribute to my friend John Ian Mansfield who sadly and unexpectedly passed away this year. John was one of the real stars of our retro computing world and was always on hand to help new or experienced Amiga enthusiasts alike with their particular issue or simply just to pass on advice. John always turned up to events and was a very dear friend to a lot of us in the community and will be sorely missed. He would love to have seen this Fusion Amiga special come to fruition, so it is with that in mind we dedicate this issue to him and I wish everyone reading this the best of health and good fortune.

Enjoy the magazine.

Editor

John McDermott

Sub-Editor : Chris Wilkins

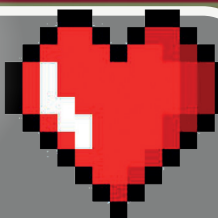
Layout: Chris Wilkins / Alan Hammerton

Proof Reader : Alan Hammerton/John McDermott

Cover : Trevor Storey

Contributions from : Chris Wilkins, Alan Hammerton, Billy Withers, John McDermott, Christian Simpson, Colin and James from Let's Talk Retro, Colin Bell.

FUSION



Game : Stunt Car Racer
Year : 1989
Author : Geoff Crammond

■ Have you ever imagined what it would be like playing a racing game without it reacting realistically to physics? Playing a modern racing game, you know your day will end badly if you take that tricky Monaco corner a little too quickly. It never used to be this way though, it took games like Stunt Car Racer on the Amiga to introduce a little reality into racing gameplay.

Stunt Car Racer is a game that not only rewarded good driving but also forced the player (driver) to think about the consequences of their actions. Launch off a big jump too slowly meant a graceful crash into a wall – so with a sharp lesson learnt, on the next lap you would hit the boost. Now the jump is cleared, along with the very next corner as you shoot off the track into the abyss.

To beat the physics of Stunt Car Racer, driving at the right speed is key. Too fast into corners over-stresses the car resulting in a shower of sparks, the chassis scraping the ground and an ominous crack slowly spreading across the top of the screen. Frustration slowly crept in, especially when competing against opponents in the higher leagues – one mistake meant you could not win.

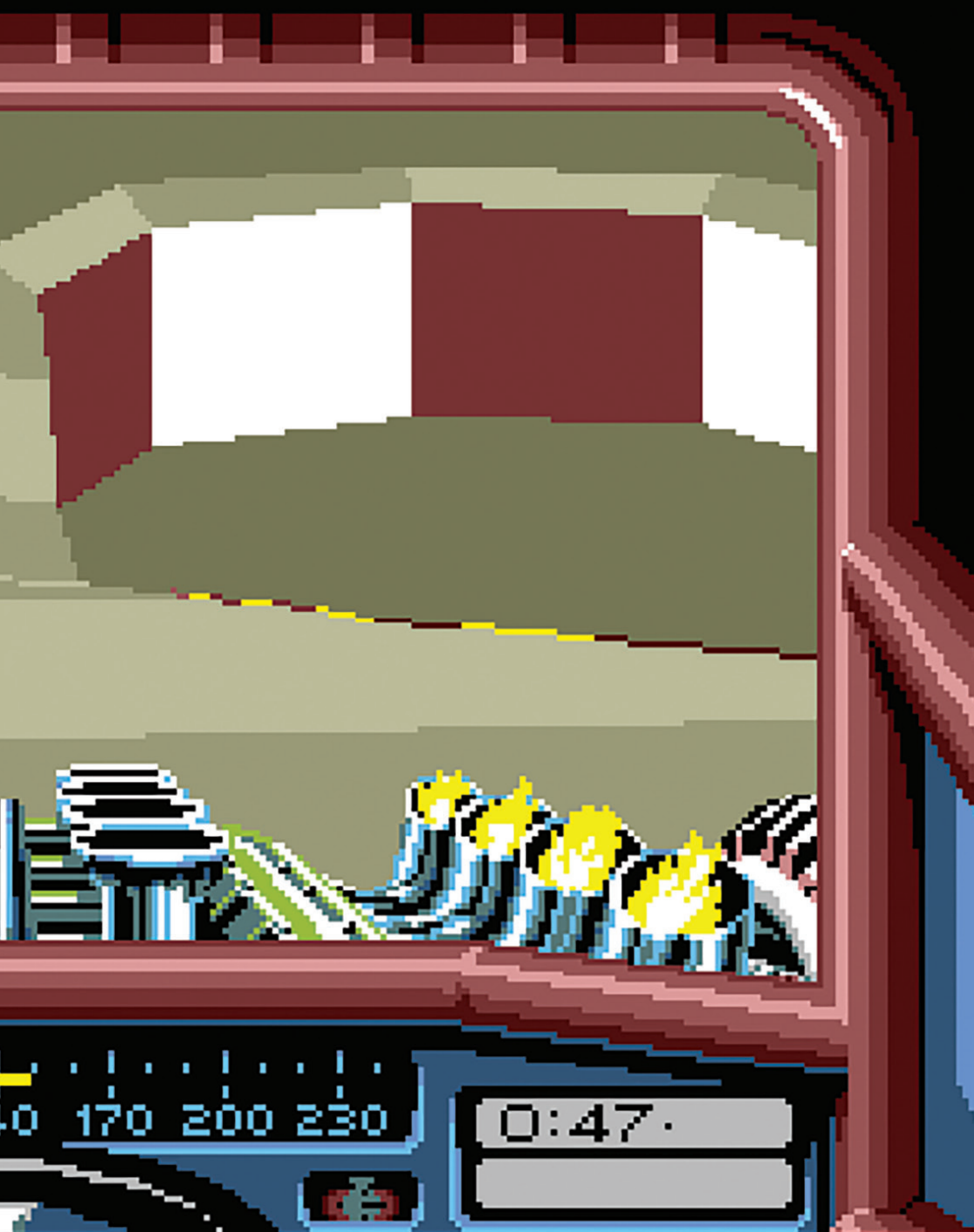
This pent-up frustration could be put to good use in the link-up mode that allowed two players to race together on two systems via a serial cable. All those devious things you wanted to do to your computer opponent could now be inflicted on a friend.

L1 B76

0000

50 80 110 140





LOVE IT + LOOK BACK IN AMBER!

MOONSTONE

Article by Billy Withers

■ It has been 29 years since Moonstone raised its head on the Amiga, and it has been 14 years since Billy Withers originally put pen to paper to write a piece about the game. Like the great Sword in the Stone, this article has lain dormant for a long while waiting for the right moment to raise its head. That time has now come and those who have not heard of the Mindscape classic will now bear witness to the impact this game made back in 1991. Time to wield the trusty claymore and hack away at an esteemed part of 16-bit history.

They say that the more things change, the more they stay the same. When I originally wrote this piece back in 2006, Grand Theft Auto was leading the charge on games that were too realistic for the youngsters to play — the older generation blamed the game for all that was bad with the world.

We're now on the cusp of a new generation of photo realistic graphics of such fidelity that you know once the new Call of Duty and GTA titles get churned out, the media merry-go-round will start all over again.

There have been many games that have captured the attention of the press — too many to name here, but one game in particular arrived in the early 90s on the Amiga and PC, boasting stylish graphics, great gameplay, graphical violence and blood in the gallons. It was also banned

in the US and Germany upon release.

Moonstone was released by Mindscape back in 1991 and took the talented Rob Anderson and Todd Prescott two years to develop.

This was Todd's first project with Rob who had previously worked with half of the Moonstone team including coder Kevin Hoare, who he had worked with making Fiendish Freddy's Big Top of Fun in 1989. Joining them were graphic designer Dennis Turner, who had been a part of Gray Matter Software with both of them,

MOONSTONE
A Hard Days Knight



making Technocop the year before.

Steve Leney, who went on to work with EA on big franchises like *Burnout*, and legendary gaming composer Richard Joseph completed the round table of staff involved in the making of the game.

Dubbed 'A Hard Days Knight', the Moonstone story went roughly as follows:

Every thousand years or so, when the spirit of the moon, Danu, changed its gaze from outer space to Earth, the season of the Moonstones would commence. During this period of time, the Gods would bestow a gift of unprecedented power to any warrior that could prove himself worthy and become the greatest in the land.

With such a desirable prize on offer there wasn't exactly a shortage of takers to accept the challenge. The player had to choose from four colour

coded knights, each of them based in different corners of the map.

Blue knight, Sir Godber resided in the moors to the North-West; Sir Richard in fetching orange in the North-Eastern wastelands; the wetlands in the South East was home to the red uniformed Sir Edward and finally finishing off this roster was Sir Jeffrey in green, beginning his quest in the Great Forest to the South-West.

With your valiant English Knight chosen, the task at hand is to collect four keys scattered around the land — with four said keys in hand the player will then have access to the Valley of the Gods at the center of the map where your Knight will fight the Guardian to win a 'moonstone'. The moonstone, once won, will give the Knight extra powers during varying lunar phases as your task then is to return the stone

Above: The Chief Druid regrets having beans for lunch.

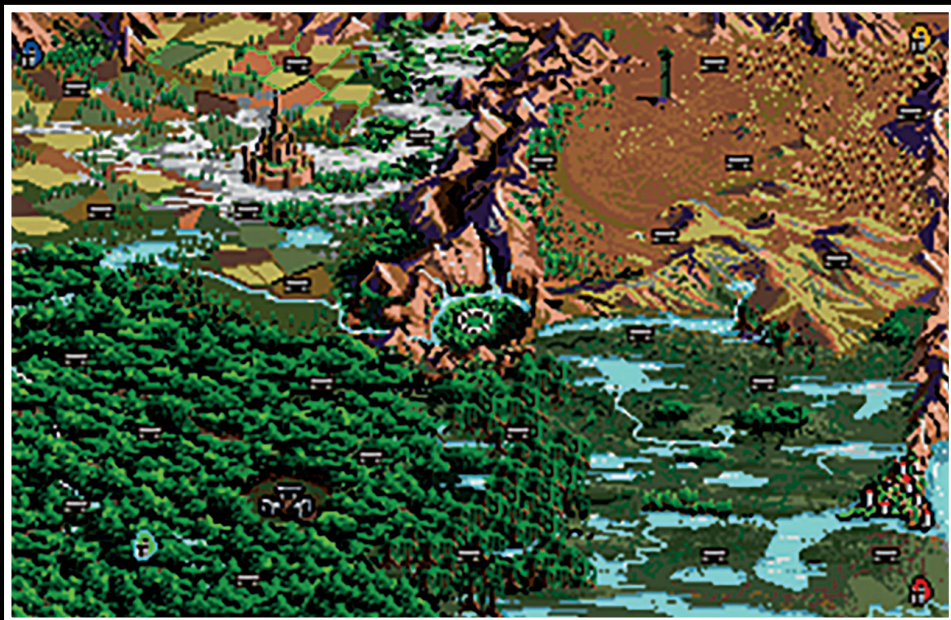
to Stonehenge for the game to be completed.

Now maybe a good time to talk about the inhabitants of the land — remind me to also mention the dragon.

Moonstone's world includes a myriad of freaks and beasts all eager to put you 10 feet under. Each species is visually unique and has their own style of attack.

Troggs are the easiest to kill off and can be found all across the land — they wield axes, hammers or spears depending on where you encounter them. Only the dark and dank wetlands bring solace from them.

The lion-like War Beasts run around in packs attacking from side to side. With up to two on screen at once, they chomp at your limbs — an impaling on their horn is your



Above: The map — you can see the coloured helmets in each corner.

prize for getting in their way.

The Ratmen are probably the most remembered enemies in Moonstone. These cute little critters hunt in packs and are often found in the forest. If encountered, you are in danger of being hung from a tree by their tail or punctured by their sharp fangs that unleash a poison into your bloodstream. Either way, your outcome is the same.

Baloks (pronounced 'Bay-locks' before anyone gets any ideas) are found in the Northern Wastelands and have a nasty habit of shaking you if you got too close.

This leaves the wetlands, where the Mudmen and the Trolls reside. The mutant Mudmen arise from the muddy depths to an organ fanfare and try to drag your Knight back into the ground where they came from. The trolls on the other hand walk around

smacking anyone who get too close with their log, rather unceremoniously, into the ground.

Then you have the cameo appearances from the likes of the Black Knight — a much stronger and smarter version of your adventurer.

Defeating your foe in the game will earn your Knight experience points that you

can attribute to strength, constitution and endurance.

Remember I asked you to remind me to mention the Dragon — well to add a little extra excitement to your quest, a dragon will appear

Below: There's that Dragon I warned you about.



after some time playing that sweeps and swoops across the land. An encounter with this beast early on in the game with your experience points low inevitably means a quick death.

It isn't all fighting though — there is a small RPG element embedded in the game. Within the high walls of the cities of Highwood and Waterdeep you can upgrade your weapons, magic and armour as well as play the odd tavern game, all the while earning XP.

When Moonstone was released it received mixed reviews. The German magazine Amiga Joker and Power Play magazine each gave Moonstone 54%, whilst on the other end of the scale, Amiga Action awarded the game with a big fat 90%. With the exception of The One's re-release review, which was a lowly 52%, every other reviewer graded it in the 70s or 80s.

The reviews came thick and fast. Sales of the game on the other hand were hampered due to America and Germany withdrawing it from shop shelves due to its graphic content.

On speaking to co-creator, Todd Prescott he told us why America saw a more limited release, 'what happened there was that Toys R Us took a look at it and decided it was too violent for them to carry. At the time Toys R Us sold 25% of all computer games in the US, so Mindscape decided they would not release in the US.'

The irony to the Moonstone story is that just one year later, Toys R Us in the USA would go on to release the one of the bloodiest gaming franchises



— Midway's Mortal Kombat.

Before the USA snub, Todd and the team were convinced the game would do well. 'Personally I was really excited about the possibilities right from the beginning. Of course, we were young and naive back then. However once Mindscape USA said no, the future, for me, did not seem quite as bright.'

There had been rumours that the 16-bit consoles would get their own version of Moonstone, but again it was the violence within the game that ultimately was the games downfall.

I asked Todd, that in hindsight, could the game not have been changed to comply

Above: Watch out from above!

to the needs of the American market at the time to get those much wanted sales. 'I think, for financial reasons, we could have taken out just enough to please the distributors. We could have turned the gore switch off and removed it from the game setup menu. Of course we could always leave a cheat code in the game to enable it..'. Todd goes on to say how gore and blood was always going to be an integral part of Moonstone and that it was pretty much going to be included from the offset:

Below: That will be the Guardian you have to destroy to get the 'moonstone'.





'I think it was something we felt would make the game more fun and just grew as the game was being created. Rob got the ball rolling with some really neat/funny graphic ideas (I think it might have been the spearmen skewering the players) and together we ran with it.'

Moonstone was unique — there was no other game quite like it at the time. Its roots could be traced to the Dungeons and Dragons board games of the time, as Todd says, 'It is essentially a real time action oriented computer version of a table top fantasy/strategy game. The inspiration for the basic game design was a combination of D&D and the board games Talisman (which I guess was also inspired by D&D) and The Dark Tower.'

On closer inspection of the layout of the Dark Tower game itself, you can see where that inspiration came from, as the board consists of four separate

areas on a map with a tower situated right in the heart of it. The fighting stages though had more to do with video games than a board game, with Palace Software's classic head-opping combat title Barbarian being the main inspiration: 'The combat was heavily influenced by Barbarian. Rob and I loved the way combat worked...'

Much like those that sought the Holy Grail, each

Above: Give this guy some money, and all your aches and pains will disappear.

of the Knights went their separate ways.

Rob Anderson has pretty much stayed in the games industry since Moonstone, with jobs in various software houses including Electronic

Below: Kids, listen to your parents! There are some nasties out there.



Arts, Juice Games, and Sega — he has been an independent coder since 2013. Kevin Hoare also stayed in and around the gaming fraternity with his last known input being on AAA titles for Rockstar like GTA V and Red Dead Redemption II.

Dennis Turner worked on 16-bit games for a further two years and then disappeared for a while up until 1999 when he helped out with The Gungan Frontier, one of the Episode I Star Wars learning games. He has also did some CGI work for Hollywood movies.

Those of us in the retro gaming scene already know just how much of an impact Richard Joseph had on the industry as a whole, and as much as most people think that his Sensible Software work was some of the best, his music in Moonstone is something special. His last known work, before he sadly passed away, was with the PC title Evil Genius, released in



Above: Looks like the robot from Rise of the Robots — and he won!

2004.

Steve Levey did some other 16-bit games before moving to Electronic Arts in 1998, working on strategy games like Populous before moving onto the Harry Potter games. His last known gaming involvement was Hawken from Adrenaline Games

Finally, Todd Prescott stopped making games and became a Java Programmer.

So that is the story of the gore-ridden fantasy classic,

Moonstone. To end it, I shall leave you with a few words from Rob Anderson: 'I still ponder the thought of making the sequel, so who knows, maybe one day...'

Time to start sharpening those swords, don't you think?

With special thanks to Rob Taylor, from Moonstone Tavern, for his invaluable help on this article.



STARQUAKE

DID THE EARTH MOVE FOR JOHN MCDERMOTT WHILST PLAYING STARQUAKE? LET'S FIND OUT.

■ Finally! Starquake!, the classic 8-bit action platform adventure game that was adored by Speccy fans who got their mitts on it back in 1985, is now available for the Commodore Amiga. Fully endorsed by the games original creator, Steve Crow, this version of the game has been converted to the system by the TOS Brothers and Galahad (of 'Fairlight' fame) and features some cracking cover art by the incredible Trevor Storey. It is

also the first ever Amiga release from modern day 'retro' software label, Psytronik Software, and promises to be a great nostalgia trip that transports you back to much simpler times.

This new Amiga offering is based on the original Atari ST version that was released back in 1988. And as one would expect, Starquake on the Amiga benefits significantly from the systems superior graphical and sound capabilities allowing for a new intro sequence with enhanced graphics and music. The gameplay is smooth and slick throughout and although I'm not usually a fan of action plat-formers





that flip from screen to screen and would much prefer a smoother scrolling transition, it all feels rather natural and does not affect the gameplay in any way.

As the player, you control 'Blob', our hero of the game, who has crash landed on an unstable planet that is set to explode, which in turn will destroy the entire universe in a Starquake. That is of course unless our little red hero manages to repair the planet's core and prevent this awful disaster from ever happening. And so begins our game that sees, Blob take on the task of rebuilding the core which is by no means going to be an easy task. The parts of the core are scattered throughout the large subterranean cavern system of the inner planet, which is inhabited by a whole range of nasties to be avoided, shot at or interacted with.

Navigating the caverns, Blob can make use of handy teleporters that can found dotted around and he also has at his disposal a little hoverboard that helps him to get about the deeper, more confined areas of the planet.

Initially it's a bit fidely to control Blob and you'll soon realise that your ammo and energy are not endless and will need replenishing at regular intervals. Graphically you can clearly tell this is an early 16-bit game, but they look great and ooze vibrant colour. Soundwise there's a quality intro and title screen music track, which sadly is not present while playing the game. There are however plenty of in-game sound fx to keep you amused.

Like many retro re-releases, Starquake is available in a package to suit all pockets. The 'Budget' edition is available containing just the game on a single disk and a glossy instruction booklet whereas the 'Premium Plus' and 'Collectors' edition has more and more goodies.



TOP FIVE >>

The Top 5 games to play on the AMIGA CD32

by **John McDermott**

■ **Technically advanced for its time, the Amiga CD32 arrived to market in 1993 just prior to Commodore going out of business.** Released too early, it was a last-ditch attempt by Commodore to try and reverse its fortunes.

Speaking to David Pleasance (ex-Managing Director of Commodore UK), this is what he had to say about the launch.

'It was completely illogical and a very sad decision by Mehdi Ali to launch the CD32 approximately 6 months ahead of its (very well planned) launch date — late spring, early summer 1994.

Up to that moment, in my opinion, the CD32 was the first product since I joined Commodore to be given the time, the budget and the input by our incredibly talented marketing team to enable an outstanding launch.

We had distributed CD32 development kits to most of the best games software publishers in the UK who were all (working under an

NDA) writing games which utilised all the brand new 32-bit technology the machine featured. Those games promised to be sensational — with no other products coming close.

However even though I pointed out to Mehdi Ali that releasing the CD32 early would kill all the sales of the A1200 (we had orders in house for ALL the Amiga 1200s we could make) and there would be no new software for it, Mehdi was convinced that this move would bring additional revenue (which in fairness Commodore was in dire need of at that moment in time).

Given the short timescale and limited budget we had, I am extremely proud of the launch we delivered at the

Science museum and with Chris Evans as my co-host — it did go down very very well.

Sadly exactly as I predicted, this activity killed the sales of the Amiga 1200, by so many Amiga customers choosing the 'latest model' CD32 instead of the AMIGA 1200.

There were major complaints about the fact that the only software available at launch were 'ported' from the A1200.

To make financial matters even worse — because of a dispute with the Philippines Government (where the CD32 was built) over unpaid taxes — we could not get much stock released and shipped to us to fulfil orders. All in all it was a giant farce.'



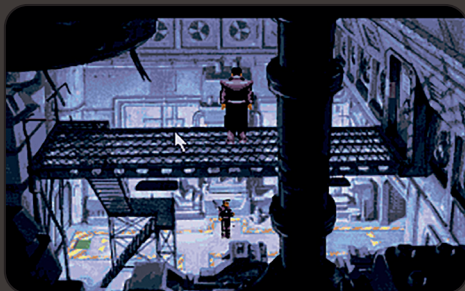
01 // Beneath a Steel Sky

Released 1994 — by Virgin Interactive

Released by Virgin Interactive in 1994 and developed by Revolution Software this game is already in Fusion's top 10 of Amiga Games. In its CD32 version, rather than simply dumping the 12 disks worth of data onto a CD, Revolution enlisted professional voice actors for the many characters and made good use of the CD technology to bring this point and click classic, set in a Steam Punk future, to life. To the eagle-eyed gamer, the speech does not match entirely to the text that appears on the screen with many English words Americanised.

Revolution decided not to update the graphics to make use of the 1200's AGA chip set, so visually there is no difference to the standard Amiga version of the game.

Not having to swap through those 12 disks is a joy and the game still holds up well after 26 years.



02// The Chaos Engine

Released 1993 — by Renegade

Developed by the Bitmap Brothers and originally released in 1993 by Renegade for the Amiga, the AGA and CD32 versions of The Chaos Engine followed in 1994 to much furore.

With a new intro and high quality CD voice over and musical score, not to mention the game making use of the CD32 controller's extra buttons, it is a nice return to a game where as before you have to destroy the Chaos Engine with your choice of two protagonists from a selection of Brigand, Mercenary, Gentleman, Navvie, Thug and Preacher.

This is a great game to play either on your own or in two player mode (full screen) with a friend.

The graphics in the CD32 version feel a little less metallic / steampunk and more vibrant and almost cartoonish (especially the characters) compared to its original A500 predecessor.

On a personal note I found moving about with the CD32 directional pad a bit more difficult than it should be, so therefore would suggest using an alternative, more mainstream joystick or pad.



03 // Super Stardust

Released 1994 – by Team 17

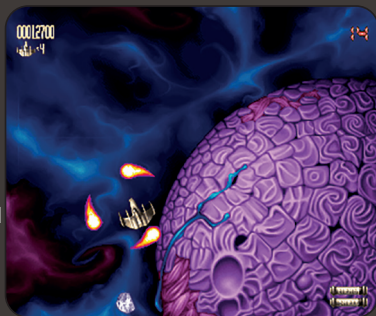
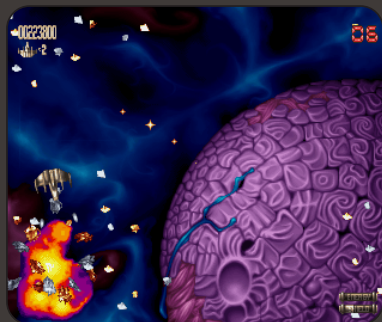
Released in 1995 by the ever-polished Team 17, Super Stardust is AGA only therefore it looks stunning. Making full use of the chipset, the graphics are smooth and vibrant and the action is fast and furious. Yes, it is a new take on Asteroids but there have been so many bells and whistles added. The game opens with a 'Star Wars' style scroller with rendered animations to explain the back story to the game i.e. why you are about to start shooting everything that moves to save your life. Starting off at level

one, waves of asteroids are really the only thing you need

to worry about clearing as you play against the clock.

As you progress through each world the action heats up with a variety of deadly enemy ships to contend with.

Aurally the game has it all with thumping sound, musical overtures and voice over power-up's complimenting the action. You can configure all of the buttons on the CD32 controller and another huge benefit of the CD32 version of the game over it's 1200 brethren – you do not have to keep swapping multiple disks to play.



04 // Pinball Illusions

Released 1995 – 21st Century

Developed by Digital Illusions and released by 21st Century Entertainment in 1995, Pinball Illusions was the culmination in pinball perfection, previously enjoyed by Amiga users with the Pinball Dreams and Pinball Fantasies games.

Pinball Illusions delivers CD audio soundtracks and voiceover clips in addition to high quality and vibrant AGA graphics (with the addition of a high resolution mode in game as well) to provide as realistic a pinball experience as you could hope for on a home computer.

I do think the developers missed a trick though in not using the bumper / trigger buttons on the CD32 controller as the paddles (they used them for bumping the machine instead) but once you get used to the controls it feels pretty intuitive.

All in all it's a great finale to this much loved series of games.



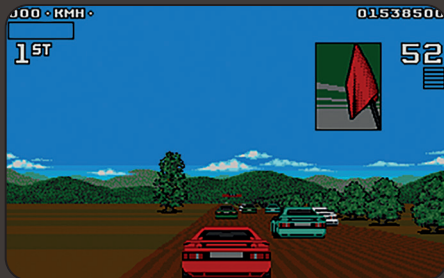
Released 1992 – by Gremlin Graphics

Not really one game, as the title alludes to, but yes, all three of the superb Lotus games (Turbo Challenge, Turbo Challenge II and the Ultimate Challenge) on a single disc for your CD32.

The original games were released to critical acclaim between 1990 and 1992 with this trilogy coming along in 1994. Widely regarded as the best racing games for the Amiga, each iteration of the game bettered the one before with the inclusion of hills, falling snow and rain as well as obstacles on the track including water, rocks and logs.

Lotus II and III both accommodated full screen single player racing – Lotus I played in the top half of the screen only. The third instalment of the game added the ability for bespoke track creation. All three games feature multiplayer racing.

Developed by Magnetic Fields and released by Gremlin Graphics, the CD32 version offers CD quality audio in addition to the standard version.



AMIGA CD32™

Commodore

THE WORLD'S FIRST 32-BIT CD GAMES CONSOLE

- Dual speed "State of the art" CD-ROM drive (stores the equivalent of 660 floppy disks)
- 32-bit processor and new "Buster" graphics accelerator
- 56,000 colours from 16.8 million colour palette
- Listen in Digital stereo to:
 - Dedicated **AMIGA CD32** software
 - Standard Audio CD's
 - CD+G (graphics) and
 - CDTV (cm) tapes
- Easy Connection to standard TV

Die Weltweit erste 32-Bit-CD-Games-Konsole

- CD Long Life Action und Stereo-Sound in Hochqualität
- Blitzschneller Grafikwechsel mit millionenfacher Grafröhre
- Präsentation im Digital Stereo
- Präsentation im Digital Stereo

AMIGA CD32

- CD-ROM
- CD+G
- CDTV

Standard-Videoausgang (Zusatzanschluss)

La Plus Puissante Des Console CD

- La puissance du processeur 32 bits et la norme du jeu vidéo pour une performance unique
- La puissance unique du processeur 32 bits et de la technologie de la console pour une performance unique
- Des images vidéo et des graphiques magnifiques

AMIGA CD32

- Console
- CD-ROM
- CD+G
- Console CDTV

De connecteur aux tous types de téléviseurs

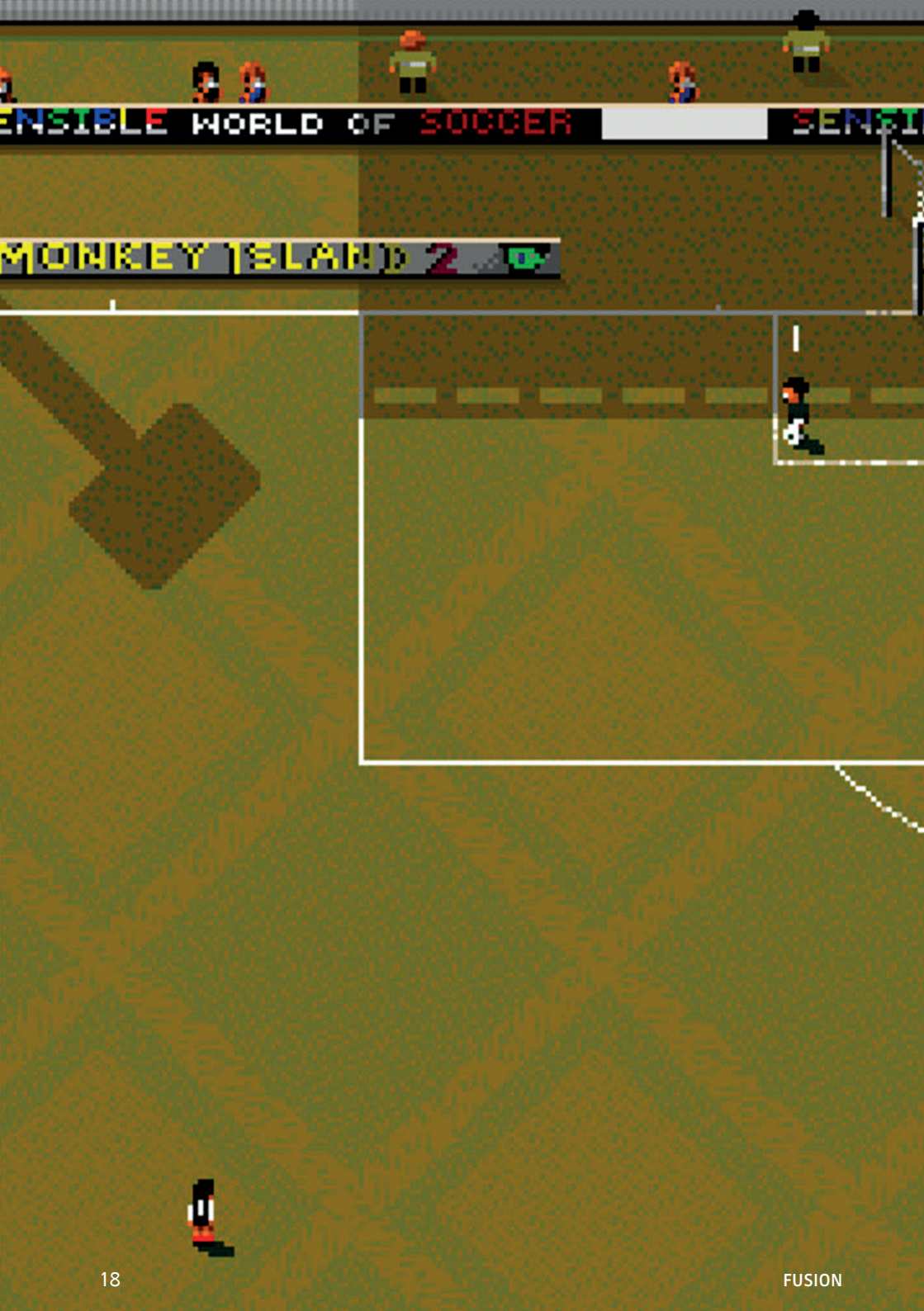
La Prima Console CD per Videogiochi a 32bit

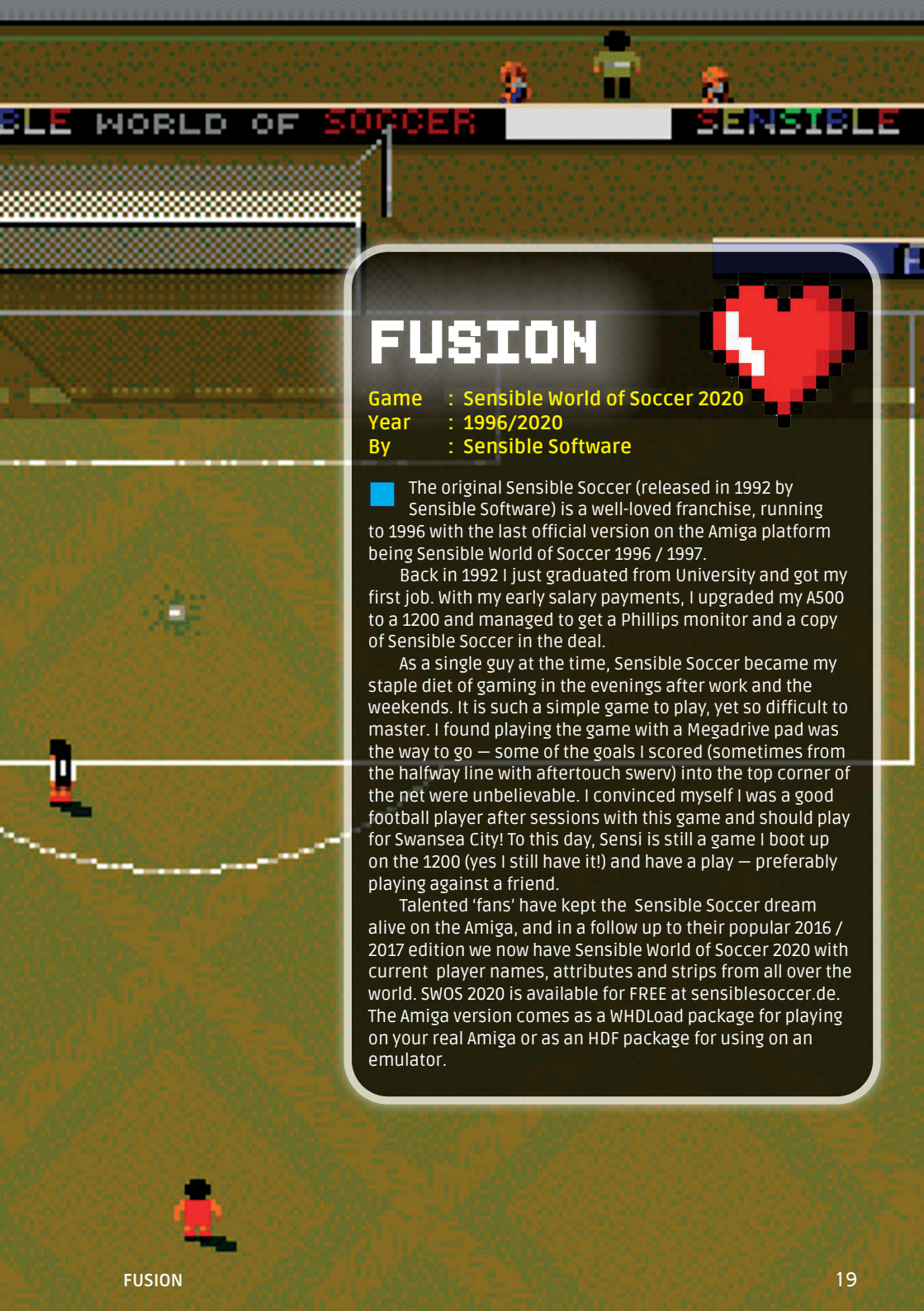
- Il processore a 32 bit e la norma del videogioco per una performance unica
- La potenza unica del processore a 32 bit e della tecnologia della console per una performance unica
- 56.000 colori su una palette di 16.8 milioni

AMIGA CD32

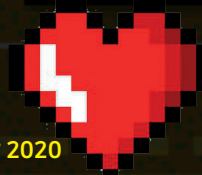
- Console
- CD-ROM
- CD+G
- Console CDTV

Collegamento a tutti i televisori





FUSION



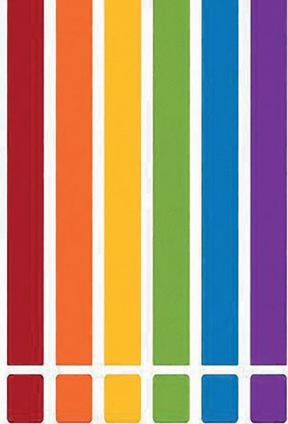
Game : Sensible World of Soccer 2020
Year : 1996/2020
By : Sensible Software

■ The original Sensible Soccer (released in 1992 by Sensible Software) is a well-loved franchise, running to 1996 with the last official version on the Amiga platform being Sensible World of Soccer 1996 / 1997.

Back in 1992 I just graduated from University and got my first job. With my early salary payments, I upgraded my A500 to a 1200 and managed to get a Phillips monitor and a copy of Sensible Soccer in the deal.

As a single guy at the time, Sensible Soccer became my staple diet of gaming in the evenings after work and the weekends. It is such a simple game to play, yet so difficult to master. I found playing the game with a Megadrive pad was the way to go — some of the goals I scored (sometimes from the halfway line with aftertouch swerv) into the top corner of the net were unbelievable. I convinced myself I was a good football player after sessions with this game and should play for Swansea City! To this day, Sensi is still a game I boot up on the 1200 (yes I still have it!) and have a play — preferably playing against a friend.

Talented 'fans' have kept the Sensible Soccer dream alive on the Amiga, and in a follow up to their popular 2016 / 2017 edition we now have Sensible World of Soccer 2020 with current player names, attributes and strips from all over the world. SWOS 2020 is available for FREE at sensiblesocket.de. The Amiga version comes as a WHDLoad package for playing on your real Amiga or as an HDF package for using on an emulator.



AMIGA™ 2020

A documentary film by Steven Fletcher

LAUNCHING ON
KICKSTARTER



The background is a dark blue, pixelated landscape. In the upper center, a torch with a bright orange and yellow flame sits on a small, dark, pixelated pedestal. The overall aesthetic is reminiscent of early computer graphics.

TOP 5

POINT
& Click

Adventure Games

One of the genres which made the Amiga such a popular computer was the 'Point and Click' adventure games that were released for it. Between 1987 and 2017, there have been over 100 developed for the machine and after much thought and deliberation, here is Fusion's Top 5.

Indiana Jones and the Fate of Atlantis — 1993 — US Gold

Set in 1939 (and not being related to any of the films) you begin the game standing in what looks like a museum. You are instantly blessed with a musical score produced by the proprietary and wonderful iMUSE system whilst you figure out where to go / what to do first. The opening credits role as you begin your adventure to find the lost continent of Atlantis before the Nazi's do — oh, and to find the source of a weapon that would change their fate in the coming war.



Indiana Jones and the Fate of Atlantis is not the most difficult point and click you will ever play but the comedy, story and locations that you visit across the world (all wonderfully drawn of course) as you puzzle things out are superb.

Playing the game from a Compact Flash card on a modern, accelerated A1200 is an absolute joy and quite a different experience to the painful disk swapping (11 disks) and slower game play on an A500 back in the day.



Operation Stealth — 1990 — US Gold

Adopting a slightly unusual pop up menu control system (which is fine when you get used to it) you play 'John', a CIA agent tasked with finding and retrieving a stolen stealth plane.

The adventure pans out just like a movie (think James Bond) as you move from scene to scene adopting different views as the pace of the game speeds up or slows down, adding oodles of atmosphere to the storytelling.



A fun fact on this game is that if you had 1mb or more in your Amiga, the game uses a primitive speech synthesis to perform all the dialogue in the game. Unfortunately a bug crept in where if you attempted to click to skip over the speech, the game would crash — the trick to overcome this? Remove the extended memory within the Amiga.

Simon the Sorcerer – 1993 – Blittersoft

Being the only game in this Top 5 that uses the enhanced graphics of the CD32, it is stunningly pretty to look at and proves to be not just style over function — it is also a very clever, funny and rewarding game.

The game starts with Simon (with his little dog watching on) performing some magic tricks as the game credits roll with a nice little tune playing in the background. The aforementioned dog was left wrapped up in



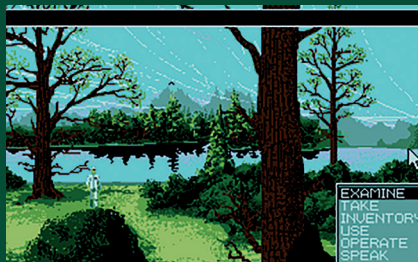
paper at Simon's front door and had a book that no-one could read called, 'Ye Olde Spellbooke'.

Unfortunately, as it tends to happen in these kind of stories, Simon is transported to a parallel universe via a portal that is opened up by the book where his adventure, and yours, begins in rescuing a wizard called Calypso from an evil sorcerer.

Simon's first task is to avoid being eaten by a bunch of goblins. His quest I am afraid to say does not get any easier from there.

Future Wars — 1989 — Palace Software

Future Wars was Delphine's first and best foray into the point and click genre. Programmed by Paul Cuisset with striking graphics from the esteemed Eric Chahi (Another World) the game opens with a UFO attack on some humanoids in a woodland. This is followed quickly by a scene with the protagonist standing on a maintenance platform in front of a reflective skyscraper



performing his job as a window cleaner.

From here our unnamed hero travels through time unpicking a story line that ultimately sees an alien plot attempting to take over earth in the 43rd century being stopped.

Future Wars is a difficult point and click adventure but very rewarding.

The Monkey Island games — 1995 — US Gold

OK so we are cheating a little here as there are of course two individual Monkey Island games. In our defence both games are so synonymous with each other that we honestly cannot separate them — they are simply THAT good and you just can't play one without swiftly playing the other.

The Monkey Island games have it all with musical scores; graphical beauty; comedy and swashbuckling adventure. And all this coming from the imagination of Ron Gilbert — the game is so professionally and clinically delivered you almost forget you're playing a game at all and not watching some sort of pixelated movie.

The Secret of Monkey Island sees our protagonist Guybrush Threepwood as he begins his quest to become a pirate and meets and falls for his love interest Elaine.

The very dead LeChuck turns up with his very dead crew and abducts Elaine. Suffice to say, Threepwood has to get her back.

By the launch of Monkey Island II — LeChuck's revenge, Guybrush has become a seasoned pirate and has to deal with

LeChuck's penchant for revenge after he was defeated (spoiler) in the first game.

Both games have been well lauded as the best the Amiga had to offer. And rightly so.



THE SECRET OF MONKEY ISLAND





AMIGA

HARDWARE

GUIDE

System: Amiga 1000
Year : July, 1985

In July 1985, Commodore released the first in a range of Amiga computers, the Amiga 1000, to an unsuspecting public at a high-profile launch event in New York City's Lincoln Centre. Touting exceptional power and multimedia capabilities for the time due to its custom OCS chip set and Motorola 68000 processor (running at 7.16Mhz), the original developers were certain the machine would be a success.

The launch event was attended by artistic luminaries such as Andy Warhol, who took to the spotlight to show off the capabilities of the new machine and paint Debbie Harry live on stage using a bespoke art application that what would end up becoming Deluxe Paint. RJ Mical, one of the main developers of the system laments that during the live portrait session they had asked Andy Warhol not to use the fill bucket tool as it had a tendency to crash the application — Andy completely ignored the request and used it anyway, to great effect and without crashing the machine, much to the relief of RJ and the team back stage.

Interestingly, the Amiga 1000 was only sold in computer stores in an effort to distance the product from the Commodore 64 et al, which were regarded as mainstream machines for the computer games market.



System: Amiga 2000 Year : 1986

The Amiga 2000 was released in 1987 as a follow up to the Amiga 1000. Early units were based on the A1000 though most of machines in circulation were based on the Amiga 500 that was being developed in Germany in parallel.

The Amiga 2000 was a physically larger machine than the A1000 to accommodate the highly expandable nature of the machine with five Zorro II expansion ports to allow upgradable wonders, such as the NewTek Video Toaster (which brought true video publishing capabilities to creative types for a fraction of the budget of traditional video editing hardware), processor cards, network cards and IDE / SCSI controllers.

Initially the A2000 housed the same OCS chip set and 7.14Mhz Motorola 68000 processor as the Amiga 1000 but with more base RAM (512KB) and Kickstart 1.1. It then went through various iterations before finally landing on the ECS chipset model and Kickstart 2.04 with 1MB of RAM. There was also an A2500 which contained faster processor cards and the rather unique A2500UX that came with an AT&T version of UNIX, a three button mouse, and bundled with a tape streamer and Ethernet card.

Mirroring the same approach to retail as the A1000, the Amiga 2000 was sold predominantly through computer stores.



System: Amiga 500 Year : 1987

The Amiga 500 (code named 'Rock Lobster' due to one of the designers love of the American rock band 'The B-52's') was released after the Amiga 2000 in 1987. Unusually the computer was released in April of that year in Europe, a full six months before being released in the USA. This was Commodore's first 'computer in a keyboard' since the Commodore 64 and shared the same base design as the Amiga 2000 but with much reduced expandability options.

Using the same 68000 processor as the Amiga 1000 and 2000 running at 7.14Mh, the A500 could be easily expanded to 1MB via the trap door port. Although nowhere near as expandable as the A2000, the Amiga 500 could utilise its side expansion connector to connect Hard Disks, additional RAM and by 1992 even the A570 CDRom drive.

Unlike the A1000 and A2000, Commodore revisited their marketing strategy and released the machine through more traditional routes to compete directly with the Atari ST. In doing so the Amiga 500 was by far the most successful of the Amiga range of computers, helped in no small way by a deal Commodore UK hatched with Ocean Software to bundle Amiga 500's with the highly anticipated movie tie-in Batman game, famously referred to as the 'Batman Pack'.

There was only one variant of the Amiga 500 – the A500 plus. Released in late 1991 it still at its core had a 7.14Mhz Motorola 68000 processor - the 'plus' referred to the newer ECS chipset and 1MB of RAM and the inclusion of the newer Kickstart 2.04. The A500 Plus also had a real-time clock.





System: Amiga 3000

Year : 1990



Released in June 1990, The Commodore Amiga 3000 was Commodore's fourth Amiga computer and the third of the professional series, or 'big box' Amiga's. Smaller in form factor than the A2000 but with a lovely slick design reminiscent of the A1000, the A3000 is widely regarded as the best Amiga ever released by enthusiasts. The A3000 was Commodore's first 32-bit system to come with either the Motorola 68030 running at 16Mhz or 25Mhz, and the ECS chipset. Commodore were really going for the 'workstation' users with this machine.

Sure, it could play all the games that we knew and loved at the time but this machine with its Zorro III expansion capabilities, in-built VGA output and SCSI controller on board, coupled with up to 2MB Chip RAM and as much as 128MB fast RAM on processor cards (or even 1GB RAM via Zorro III), the A3000 was an extremely capable machine for business users – especially the creative market.

An Amiga 3000UX is the only real variant and similarly to the 2000UX, came with an AT&T version of UNIX, a three button mouse, and bundled with a tape streamer and Ethernet card.



System: CDTV

Year : 1991

March 1991 saw Commodore diversify the Amiga range of computers with the introduction of the CDTV (actually an acronym for 'Commodore Dynamic Total Vision' rather than the common misconception of 'Compact Disc Television'). Commodore was aiming for the slowly growing multimedia market whilst other manufacturers like Philips were pushing their CDi. Commodore designed the CDTV to look and feel like a high end CD player and fit in with the form factor of stackable Hi-Fi systems meaning it would not look out of place in a setup next to the TV with the rest of your expensive equipment (or that was the idea at least).

Although Commodore chose to omit the Amiga name from the branding, at the core of the CDTV is essentially an Amiga 500 with a bolt on CDROM drive and the same Motorola 68000 processor running at 7.14Mhz and kickstart 1.3 (instead of the newer kickstart 2.0 available at this time).

The CDTV could be expanded to a shiny black A500 setup with matching keyboard, mouse and floppy drives (and even a beautiful black monitor).

A number of popular games were released for the CDTV which utilised CD quality sound and music and video but those were few and far between and couldn't save what ultimately would be regarded as a failure due to the very poor take up of the system. The CDTV was discontinued in 1993 and replaced by the CD32.



System: Amiga 600 Year : 1992

The Amiga 600, (codenamed 'June Bug' after yet another B-52s song) was released with a whimper to an ambivalent public in March 1992. Commodore were now starting to feel some financial woes and the A600 should have been a very different proposition to the public than what finally appeared that Spring.



Again, based on the now ageing A500 design, but significantly cost reduced, the A600 came with the Motorola 68000 processor running at 7.14Mhz (now in its 7th year of incorporation in Amiga computers), 1MB chip RAM (expandable to 2MB) and the ECS chipset with Kickstart 2.05. The small form factor of the A600 (removing the numeric keypad) meant that expandability options were limited to RAM via the trapdoor expansion or PCMCIA peripherals, however it did come with an internal IDE controller on board with some models available with a built in hard drive.

The original premise of the Amiga 600 (as verified by Dave Haynie and David Pleasance) was to be a much cost reduced version of the Amiga 500 / 500 plus and therefore be released as the Amiga 300 (in fact many motherboards have the A300 branding visible). Poor senior management decisions from the USA however ensured the Amiga 600 offered nothing in terms of upgrading — especially if you already had the 500 plus.

System: Amiga 1200 Year : 1992

The Amiga 1200 represents the first system in seven years to significantly expand upon the abilities of its counterpart A500 and A600 machines. The Amiga 1200 was released in October 1992 with a Motorola 68020 processor, running at 14Mhz and the new AGA (Advanced Graphics Architecture) chipset, delivering up to 256 colours on screen from a palette of 16 million colours. The machine also boasted 2MB chip RAM as standard with the ability to expand that via the Trapdoor or PCMCIA expansions and the new 3.0 Kickstart. The A1200 could also



be accelerated with 3rd party expansions such as the Blizzard MKIV which gave the machine the option of much more RAM and faster processors such as the Motorola 68030 running at 50Mhz.

The A1200 contained the same IDE hard disk controller as the A600 and 'HD' variants of the machine came bundled with an internal 2.5" hard drive.

It was during the early life of the A1200 that Commodore started to experience real financial difficulties in respect of cash flow, ultimately meaning that only 30,000 machines were available at launch — missing that years lucrative Christmas season.

Today the Amiga 1200 is one of the most sought-after machine amongst enthusiasts due to its form factor and inherent capabilities to adapt to modern technologies such as PCMCIA WiFi cards, Compact Flash hard disks etc.

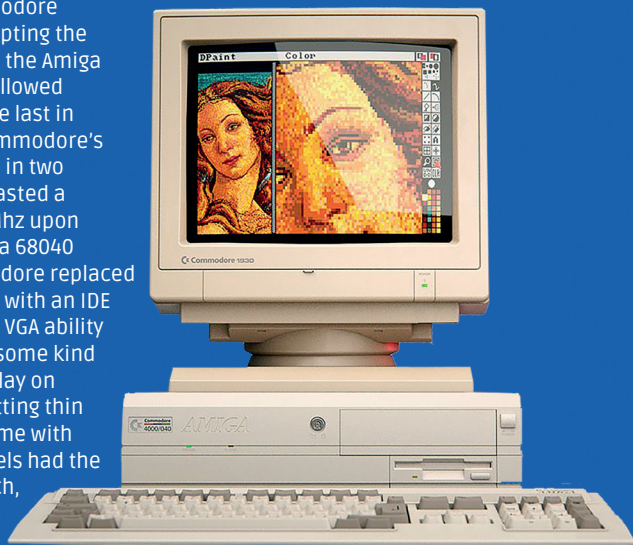


Workbench

System: Amiga 4000

Year : 1992

Following on from the Amiga 3000, Commodore released the Amiga 4000 in late 1992. Adopting the same new AGA chipset as the Amiga 1200, the Amiga 4000 was another 'big box' Amiga which allowed for significant expansion possibilities. The last in the range of Amiga Computers before Commodore's ultimate demise in 1994, the A4000 came in two variants released 6 months apart and boasted a Motorola 68030 processor running at 25Mhz upon initial release and a powerhouse Motorola 68040 running at 25Mhz a little later on. Commodore replaced the SCSI Hard Disk controller of the A3000 with an IDE controller for the A4000 and removed the VGA ability which unfortunately meant that without some kind of expansion — the A4000 could only display on monitors capable of 15Hz, which were getting thin on the ground in 1992. Both machines came with 2MB chip RAM as standard and both models had the processor included as a plug-in card which, should your pockets be deep enough, could be replaced with faster 68040 or even 68060 processors.



Expanding the RAM on the system was more straightforward than on previous systems with the machine accepting industry standard 72-pin SIMMs.

The A4000 was touted as the flagship professional Amiga, however savvy Amiga enthusiasts didn't see this as being anything like the upgrade to the A3000 that it should have been with many purporting that the A3000 was actually a superior machine in respect of disk speed and the ability to use modern CRT's, basically meaning that the A4000, aside from the AGA chip set was often seen as a down grade to the A3000.

System: Amiga CD32

Year : 1993

The Amiga CD32, (code-named 'Spellbound' — a Siouxsie and the Banshees song this time) was one of the world's first CD Based 32-bit games console, boasting similar hardware to the Amiga 1200, including the AGA chipset, 2MB chip RAM and Motorola 68020 processor



running at 14Mhz and of course a CDROM drive. Released in September 1993 at an event in London hosted by MD David Pleasance and Chris Evans, the CD32 sold well initially however poor reviews in respect of launch titles and ambivalence (or outright confusion) over its 'upside down' controller saw a dip in enthusiasm. Coupled with a supply issue, it was doomed to failure.

Skill Grid

It is fair to say that in the 35 years of the Amiga, there have been a fair amount of shoot 'em ups that have lit up the Commodore 1084 monitor but there are few that are as clever, colourful and fast moving as Skillgrid.

Released in 2019 from the talented folks at Retream, it is amongst several other commercial releases they have produced for the Amiga and Commodore 64 over the years (they also have a healthy selection of Windows, Apple and Linux games too).



You could be forgiven for thinking you were playing a modern game on a Windows PC and I think that is due to the smoothness of it all. There are clearly three layers of Parallax scrolling going on which adds to the depth (and feeling of speed) from the game as you blast your way through the levels. The graphics are vibrant and highly detailed, with a pumping intro soundtrack complimented by punchy and clear sound effects. I must mention the good voice effects, they remind me often that 'time is



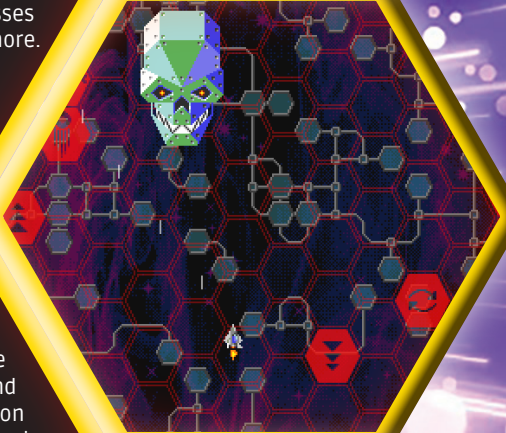
running out'.

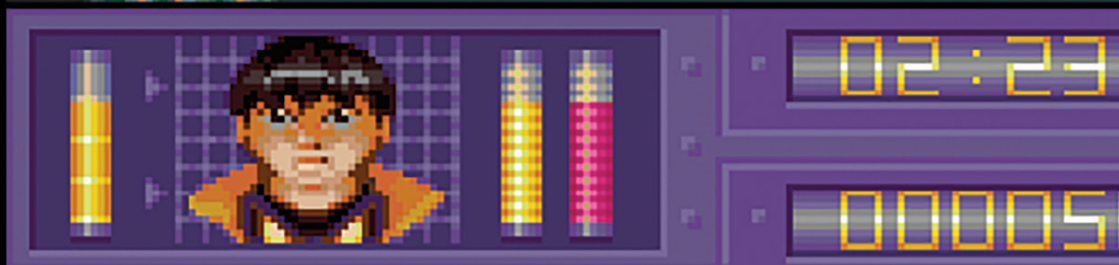
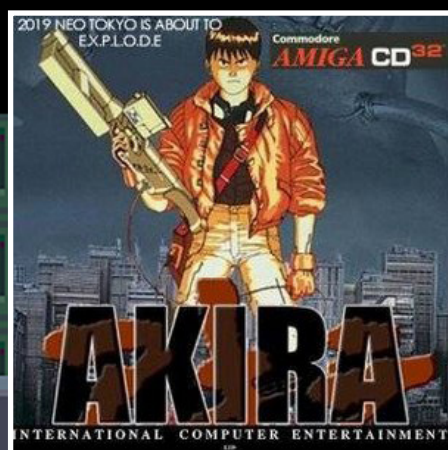
It is not an easy shooter but made even harder as you are competing against a clock, visible as a bar on the left of the screen, that is always counting down. Powerups are available to pick up as your ship flies over them. Strategy is key; you could grab a super speed up one second but fly over the wrong one and you'll end up with a ship that handles like an oil tanker. Picking up the power-up that reverses your controls will almost always end in your sudden explosive death.

There are also added time bonuses to fly over to keep the clock from running down. On the left of screen there are status bars for your shields and gun power, which reduces faster if you just hold the fire button and end up with single shot. I found that being more conservative with my shooting means that when the bosses come along I could auto-fire much more. There are also nice touches like music pick-ups to fly over to get a cool soundtrack playing with a graphic change to up the intensity.

Seeing developers still producing great games and demos for the Amiga – 35 years after the A1000 graced the world with its presence is fantastic to see. I love the care and attention that went into the production of this game. The game can be purchased online, downloaded, installed to your local Amiga hard drive or you can order the gorgeous looking Deluxe set, complete with CDs and floppy disks.

This is a very polished game and one I will return to repeatedly to see if I can best that high score.





FUSION



Game : AKIRA
Year : 1994

Before the days of wonderful Japanese Anime being popular in the Western world with superb and thoughtful films from the likes of Hayao Miyazaki, Naoko Yamada and Makoto Shinkai (and many others), there was Akira, the film that arguably started the trend.

Released in 1994 by publisher ICE, the Amiga game opens to a really rather promising intro that definitely lulls you into a false sense of security as you are dropped quickly into a side scrolling motorcycle racing game with sections of shooter / platformer flung in for good measure. Neither the racing or platform sections were executed particularly well.

The difficulty level of the game is off the scale especially

within the opening motorcycle segment where you dodge people, police, rocks, oil slicks, random moving fires and navigate jumps and so on which will take the average player many, many attempts to simply get to the end of.

The game clearly banked a lot on its name to generate sales (as many other games of the day did) and feels rushed, with an abundantly obvious lack of play testing to ensure the difficulty didn't suck all the joy out of the game. Aside from the difficulty, the in-game graphics are average for its time and the sound is sparse and basic (a crime on an Amiga).

This game could, and should, have been so much better than what we got.

Perifractic's RR RETRO RECIPES



CHRISTIAN SIMPSON (AKA PERIFRACTIC) REMEMBERS THE EARLY DAYS AND TELLS US WHAT THE AMIGA MEANS TO HIM.

■ Hello chip dippers.
Perifractic here from Perifractic's Retro Recipes (or Ladyfractic's Retro Recipes if she's reading this — sorry for the typo dear).

It never ceases to amaze and delight me that so many people are creating products and magazines today for computers from yesteryear. It really feels like yesteryear, doesn't it? For those of us nostalgic about those old machines, there is a lot to

be said about bringing the past into the now. And that's what I'm here to chat with you about; childhood nostalgia.

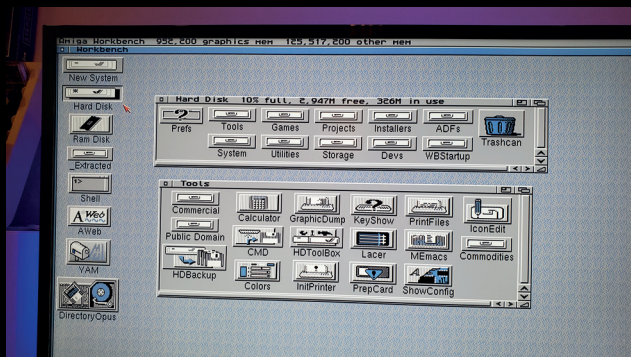
It's a concept I touch upon a lot on my YouTube channel, whether it's getting the Amiga 500 that I'm typing and submitting this on to be the first ever A500 to access modern email, via Wi-Fi no less; or updating Commodore Music Maker into a modern music device complete with potentiometers that I can record new original chiptunes on (and this is the only area where the C64 beats the Amiga

in my humble opinion).

Buying my Amiga 500 was one of the most special moments of my teen life (sorry again for the typo dear, the day I met you was of course the most special of all).

If you're familiar with shows like Red Dwarf, and the Season 6 episode featuring the time drive, the guys time travel by holding its remote control. I see vintage computers like the Amiga as a metaphor for

Below: The end-result — read the whole article first, then come back and take a look at this screenshot.



that. When you no longer own them (like when the time drive remote gets smashed in that episode — the horror), you are stuck in the future, unable to travel back. Much as we are now, as 'adults'. But if you can acquire a new device, be it the parts to build a new time drive remote, or an A500 or parts to repair one from fleaBay, once that device is back in your hands it becomes a conduit to travel back to the magic of childhood and the past once again. And I believe that's why our little community is booming. And the Amiga isn't just nostalgia any more, as its software and features are being seen more as art. Everything old is new again...

I'll be making a future video all about this called 'What Is Nostalgia?' and I'd love to see your comments on the channel when it airs. I'll also be inviting patrons to submit one minute videos with their take on the question.

The Amiga itself is extremely special to me, and I had an amazing experience recently, one I think you'll appreciate. Unfortunately I had let my original machine and most of my software go — a fact that still tortures me to this day. But in my parents' attic (an Atic Atac of sorts) I found the 50-disk backup I had (according to the label on the first disk) made on a program called ABackup, 25 years ago.

I set about trying to restore them to my current A500 and onto the SD-card hard disk that it ran, thanks to the Vampire 500+ v2. Unsurprisingly, none of the disks would read. They just showed '???' in Workbench. I began by questioning whether

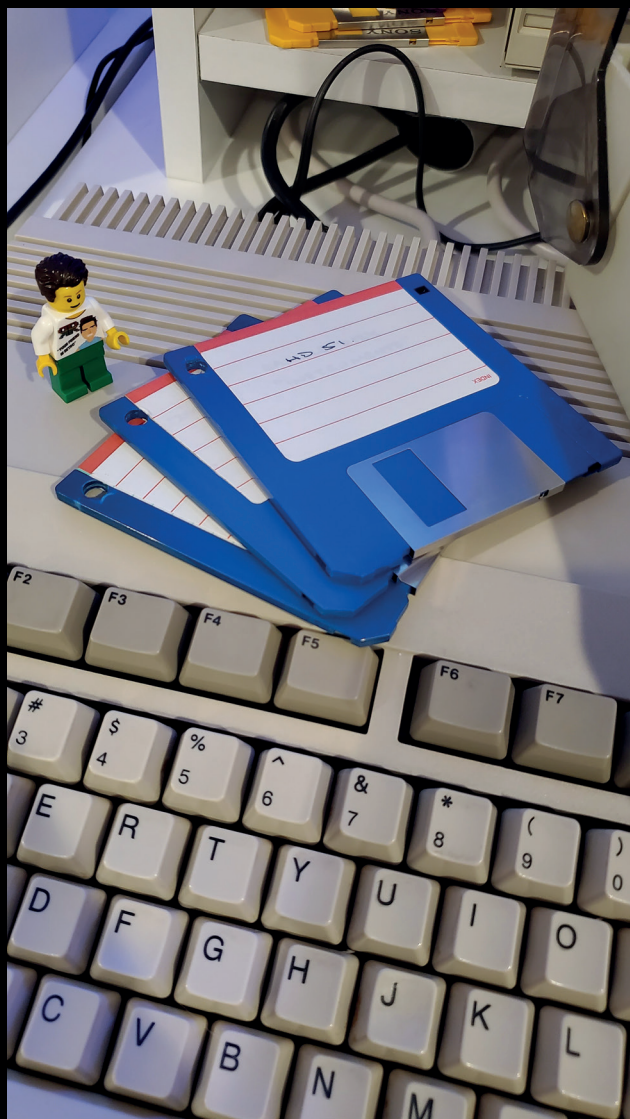


they were in a proprietary backup program's format, but I was sure I used ABackup. It had this cool system where, if you changed a file on the HDD, and ran a backup, it would only ask you to insert the floppy that file was backed up onto, then it would just modify that one

Above: What 50 disks look like in a disk holder. Check out disk 1 — 'ABACKUP'.

floppy. You didn't have to run a full backup each time, just an update. So clever. Only, it didn't bloody work did it.

But then, I took more notice of the holes punched



Above: Do-It-Yourself hole punched floppy high density disks .

out of the corner of each disk. With my mind in time drive mode, neural connections started to reform. Then it came to me; these were high density disks, and I was accessing them on the A500's standard, standard density drive (say

standard again I dare you -- Ed). I had converted the disks back in the day using the very high tech method of using a paper hole punch to give standard density disks the high density hole the Amiga would look for. I guess I had low standards back then (right that's it — Ed).

Some fleaBay shopping later, I had a working high density drive installed as DFO.

I inserted the first disk marked 'ABackup', and drum roll please, The disk icon 'ABackup' appeared, and the disk worked. I began the restore process, certain it would fail on disk 2, or maybe disk 3 or 4...

But somehow, after 25 years in a sweaty/freezing London attic, only three disks out of the 50 'fake' high density disks had errors. I was gobsmacked. And, the more I ran those disks, they seemed to clean themselves or something, and two started working. Only one of 50 had terminal errors and I was able to recreate those files from elsewhere.

So I have a message for my teenage self. Here in the future, the A500 now runs the exact hard disk setup you had and loved back then. Same wallpaper, same fonts, same memories. You had good taste back then young man.

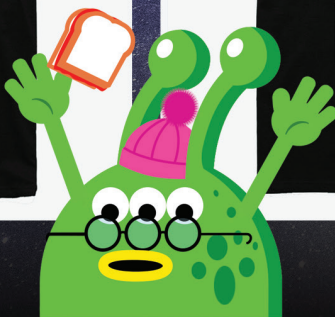
And so the time travel was complete. But, nostalgia is never really complete is it. I travel back a bit each time I make a new video, be it the C64 Mini In A C64, extreme refurbings bringing these treasures back to life, or the Brixty Four — my full size working Lego® C64. Maybe an Amiga will be next.

Thank you everyone at Fusion for doing your bit to support keeping these vintage time drives alive in the public consciousness. See you all down nostalgia lane...

Your friend in retro, Perifractic
[youtube.com/perifractic](https://www.youtube.com/perifractic)
[patreon.com/perifractic](https://www.patreon.com/perifractic)

UNIQUE T-SHIRT DESIGNS

by Nik Afia



Visit my Teespring store to see them all:
www.teespring.com/stores/nikscribbles
contact me for design comissions nikafia.com/graphics

USE THE PROMO CODE FUSION10 TO GET 10% OFF 'TILL 15th OF JULY

AMIGA WALKER

Realising a dream

THE LAST COMMODORE AMIGA TO BE PRODUCED DID NOT GET MUCH PAST THE FIRST FEW PROTOTYPES BEFORE THE BUSINESS WENT BUST. JUSTIN VAUGHAN TELLS US ABOUT THIS MACHINE AND HIS JOURNEY IN CREATING ONE OF HIS OWN

A long time ago, in a workshop far, far away, it was the start of the 'beginning of the end' for the chicken-lipped company that was Commodore.

During 1995 and 1996, Amiga magazines world-wide were full of promises. Those in the know wrote excitedly about the next incarnation of the Amiga, excitement which was fuelled by the photographs of a sleek sophisticated machine that we were reliably informed would be known as 'The Walker'.

It was an interesting design — liked and loathed in equal measure. Some

declared it was very obviously based on 'The Doctor's' faithful mechanical companion K9; others were adamant that inspiration had clearly come from the phenomenon that was Star Wars with the design bearing an uncanny resemblance to Darth Vader's helmet, whilst others rather uncharitably declared it 'the vacuum cleaner'.

I was one of the fans and was looking forward to buying my own 030 powered Walker but, sadly, it was not to be as Commodore closed its doors for the final time before the Walker made it into the marketplace.

Only the prototypes were made (from a design that to me — admittedly with the benefit of hindsight— would seem to have influenced the styling of the original imac and confirms my personal view that Commodore were very often way ahead of their time).

The history is rather vague but, as a fan of the original concept, I wanted to know more and also investigate the possibility of becoming the

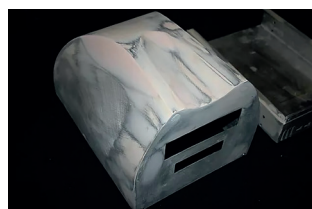


Above: The cardboard cereal prototype with sticky tape.

owner of my own Walker as it was a machine I still wanted in my collection several decades after it was initially unveiled.

I did some investigating and discovered that back in the mid-1990s Commodore asked a really nice guy named

Below: Starting to get the shape a little more K9.





Above: The back of the Walker with holes aplenty for power and connections.

Klaus to design the Walker case. Klaus, in turn, asked another nice man named Daniel to design the case ready for the Cebit 1996 show. Daniel set to work and at the end of the collaboration three cases were built.

Now, hot on the trail of the elusive Walkers, I discovered one of the originals remained in Petro Tychenko's possession. The second is, rather more vaguely 'somewhere in Germany'. All that is known about the third case is that it's still in Klaus's personal possession.

Having established that none of the three original Walkers were available to buy, it seemed that my dream of owning a Walker would never be realised, until I discovered a very important piece of information that gave me some small hope that my dream could still be a reality.

The important piece of information was the discovery that Commodore had never actually got around to paying for the rights to the Walker case and so, due to that oversight, the rights had remained with Klaus.

After some more detective work (and thanks to the wonder of the internet) I finally managed to track down Klaus. I explained the reason for

my quest, emphasising that it was a personal 'passion project' and not intended to be a "for profit" enterprise.

After establishing my reasons for the request, Klaus very kindly gave me his consent to create a fourth officially licenced Amiga Walker on the strict understanding that it was not to be sold and that only one was made. Klaus granted me a licence to use the design one more time in order to realise my dream.

Months of work followed. From the first templates (created from cereal boxes), to the metal skeleton and finally the finished design. The project was, for me, a labour of love and I was surprised how much interest it generated when I spoke about it. It seems I was not the only one who wished they had been given the chance to get up close and



Above: The insides of the Walker, rear facing.

personal with the Walker.

Now that I finally have the elusive machine in my collection I am more than happy to share it with others and go to as many shows as possible in order to let people use and see an Amiga Walker themselves.

I am delighted to have Klaus's endorsement for the project and need to end by saying a huge thank you to Jerry Roe, Brian Ferguson and of course Klaus without whom the completion of this project would not have been possible.

Below: The finished thing, all black and sleek.



TOP FIVE >>

The Top 5 utilities for the Amiga that you cannot live without.

by John McDermott



■ The Commodore Amiga is renowned for being a games machine — we all know this, but it was also a very capable machine and those who owned one could choose from a plethora of

applications to be creative and productive. Some of us even used the computer for business purposes — I myself used Pagestream for full colour print work in the early 90s. There are many more

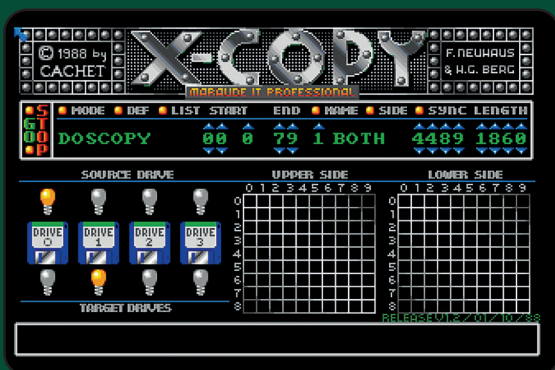
applications that are worthy of a mention here but this is my own top 5 based on the amount of time I used them back in the day (and in some cases, still use to this very day).

01 // X-Copy

From a popularity perspective XCopy is high on the top five list of applications for the Amiga and was probably responsible for selling more Amiga's than any marketing campaign could. In turn software development companies struggled because of the software piracy it introduced and some even folded.

However capable the Amiga was, consumers of the computer purchased it mainly for games, that were though quite expensive for the average family to afford. At a time when many suffered the austerity of those years where large industries deserted once thriving towns, unemployment was high and the future was grim. Being able to afford the computer at all was a miracle but being able to buy £14.99 games every now and then was a pipe dream — so software piracy was rife.

A box of 20 disks could be purchased at the local market for £10 and copy parties all over the country would buy the games from the market, split the cost between the party goers and then copy those games all night for the party members. It wasn't ideal of course, and everyone would much rather have had the 'originals'.



02 // Pagestream

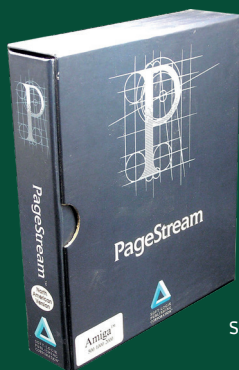
The term 'Desktop Publishing' was still being banded about by professionals when Pagestream first appeared on the market in 1985 on competing systems. It was finally made available on the Amiga in 1989.

On its arrival, If you had a decent printer, (I had a Star LC24-10) you could simply create WYSIWYG documents that could be used for any number of commercial (or personal) projects.

From version 2 (1992), your files could be output in a format that could be used by a commercial printer in colour separated format to print in a professional environment.

The power and ability to utilise quality Postscript fonts and EPS graphics and lay out your projects in a way that was purely graphical was immensely powerful, albeit a bit slow in comparison to Apple Mac's which were of course many £100s of pounds more expensive at the time and so was the software.

Bang for buck, Pagestream and the Amiga were a great pairing for someone on a budget.



03 // Octamed

One of the main things the Amiga had over all of its competitors was it's sound capability and that can be attributed to the PAULA sound chip.

There were many music creation applications created for the Amiga, but the mainstay for this creative outlet were the 'Trackers', ultimately culminating in the awesome OctaMED 2.0.

OctaMED took the 'tracker' genre to the next level with advanced methods for creating tracks with complex filters and effects, not to mention the ability to make the Amiga 'play' more channels than it actually had available to it.

A stand-out feature of this tracker in comparison to its rivals was the native support for MIDI instruments through the Amiga's serial port. This allowed musicians such as Calvin Harris to create quality studio releases – it is well known that he used OctaMED to create his first album.

Octamed was developed on the Amiga until 1996.



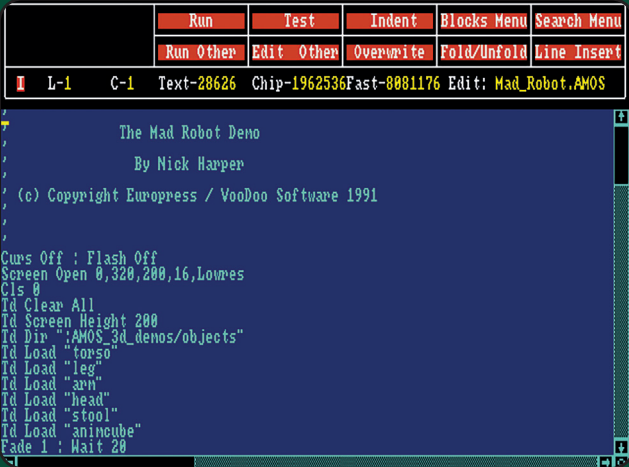
04 // AMOS

Created by Francois Lionet and initially released in 1990, AMOS allowed budding programmers to develop small games or demos (and even applications) using the AMOS language (an enhanced version of BASIC for the Commodore Amiga).

AMOS allowed programmers to access the power of the Amiga's custom chipset without having experience of Assembly language or 'C' which meant software could be created reasonably quickly and often with good quality.

The AMOS platform went through several iterations with its final version being AMOS professional in 1992 which allowed for much more professional and commercial games / applications to be created.

There are lots of sources for AMOS available and current Amiga users still use the software to this day, 30 years after its first release.



05 // Deluxe Paint II

If OctaMED was the pinnacle for music creation on the Amiga then for graphics, Deluxe Paint, specifically Deluxe Paint II onwards, would be the application of choice.

The Amiga was a powerhouse of graphical ability, provided by the capable 'Denise' custom graphics chip, and the artistic among the early days of home computing lapped up the ability to create stunning artwork on the Amiga for anything from showy demos to full blown sprite and background graphics for games.

The capabilities of Deluxe Paint II enabled creativity right out of the box. Later versions would include the ability to create animations and take advantage of the A1200 / A4000 AGA chipset.

Even today there are really talented pixel artists continuing to create stunning artwork using real Amiga systems and the Deluxe Paint software.







ZACH WEDDINGTON HAS BEEN A LIFELONG FAN OF THE AMIGA — SO MUCH SO THAT HE DEVOTED A PART OF HIS LIFE TO CREATING A DOCUMENTARY ON THOSE PEOPLE WHO BROUGHT HIS FAVOURITE COMPUTER TO LIFE. THIS IS ZACH'S STORY...

■ My generation lived through the 'computer boom' of the 80s. We experienced firsthand the frustrations of making them work; the joy and adulation when we did make them work and we bore witness to the giant leaps in technology that were being made in those years. The Commodore Amiga was one such leap and this documentary charts its success and ultimate demise of this wonderful machine.

Making *Viva Amiga* was one of the most challenging things I've ever done. It was also one of the most rewarding.

As a kid, I was an Amiga user. For many years, I lived and breathed the Amiga. If I wasn't at the computer, I almost always had a 3D render going or I was working on a Deluxe Paint animation for my Television Production class in high school. I even made my own music with Bars & Pipes, a MIDI keyboard and a sampler. It was a playground for my creative mind.

Back in 1995, if you told me, I would wind up making a film about the Amiga, I wouldn't have believed you.

Because my heart was broken. I couldn't believe Commodore was gone. I know many people believed the Amiga would continue after that, but I felt that it wouldn't be a state-of-the-art choice for creative people like myself any longer.

I was so upset, that I actually quit using the Amiga from 1995 until around 1999. Only then, did I feel that personal computers had caught up to where the Amiga was, so many years previous.

Fast forward to 2010.

I attended the Vintage Computer Festival East in Wall, NJ with my good friend Micheal Lee on a whim. There were tons of old computers on display there, early PCs, Atari 8-bit machines, and plenty of Commodore stuff. And there

was an Amiga 500, running Deluxe Paint IV.

So many memories came flooding back. I hadn't seen an Amiga since the 90s. All the fun I had as a kid, all the memories of experimenting with graphics and music with my childhood friends had been buried in my mind for almost 20 years. I had blocked these memories out, but they were still there. I was flooded.

I went home and dug out all my VHS tapes from the early 90s. I had saved many of my animations and videos created with the Amiga, so I digitized them and uploaded them to YouTube. I had always been proud of them, and now was

Below: Photo moment — RJ Mical and Zach. Photo being taken by Kiki Stockhammer.





Above: Viva Amiga: The Binder. This is where the secrets of the film were kept from prying eyes.

the time to show them off a little bit more! And also to show the world again what the Amiga was capable of!

Then it dawned on me: why not make a film about the Amiga? I knew it was a good idea. It didn't matter that I didn't even own a camera at the time, I knew I had to try. I mentioned the idea to Mike Lee, and he put me in touch with Dave Haynie and Bill Herd. I arranged a shoot at the Comcast Corporate Headquarters, where I worked at the time. I interviewed them and got just enough footage to put together a little 'teaser trailer'.

Enter Kickstarter. I made a page, uploaded the trailer and put the word out to the Amiga community online. Amiga fans from around the world helped me reach my goal! I was so thankful.

I spent the next few years traveling to Amiga events around the USA and also in Germany and the Netherlands, with the help of my good friend

Marvin Droogsma who I had met online. It was a whirlwind trip, but we captured parts of the story that really helped the film in a major way.

Shooting at RJ Mical's house in California was especially memorable. Don Reisinger, Mike Boom, RJ and Dave Needle gave me great material to work with. We had a fantastic dinner with lots of his friends in the computer industry and I felt like we were making history!

Editing the film proved to

be a major challenge. So much footage, so many details. I decided along the way that it was best to make a film which could explain to an average person why the Amiga was so special, and tell the story of the Amiga's life in the clearest way I could. Upon reflection, it was the right choice. In order to recoup the tons of time and additional money I had spent on the film, I had to make the film something that anyone could enjoy, including non Amiga fans. Otherwise, I would never get a distribution deal, and self-distribution was something I simply couldn't handle myself.

I showed a rough cut of Viva Amiga twice at the Amiga 30th event in Mountain View, California. Even though he had already watched it once, I saw Dave Needle in the very front row at the second screening. He was grinning like a little kid and giving me a wink or two. He couldn't wait to watch it

Below: The master Zach at work filming a...ermm, road?



again! I knew at that moment he approved of what I had done. He just seemed really happy. I had no idea that would be the last time I ever saw him. I'm sure nobody did.

Viva Amiga was my first film. I figured at the start, that I would wind up just making some DVD copies of the film for the fans and the Kickstarter backers, and that would be it. But it wound up being a bigger deal that I could have ever imagined. We wound up hitting #1 spots on iTunes in several countries, securing a deal with Hulu for the streaming Premiere, showing the film at festivals around the world and much more.

The film was enough of a success, that I am now working on an extended remix version of the film for fans that want to see and hear more of the content that wound up on the cutting room floor. It will be completed early next year, in time for Amiga 35 shows in the summer.

I'm also working on a film about the history of arcades, called Welcome to Arcadia. I have a team now, instead of just doing most of the work myself. Amiga Bill is part of the crew. He had so much fun shooting some of the B-roll for Viva Amiga, that he jumped on board right away to help tell this new story. Check out the website at arcadiathemovie.com. page.

I hope fans will enjoy the remix of Viva Amiga. I tried to please everyone with Viva Amiga, but that simply wasn't possible. So if you didn't enjoy the original, give the remix a try! The best way to stay up to date about its release is on the



Viva Amiga Facebook page.

Thank you again to all the fans and backers who made Viva Amiga possible. I'll never forget you!

Above: Dave Haynie (top), RJ Mical (Middle) and Jason Scott (Bottom).



GAMES CHART FLASHBACK

Commodore Amiga - September 1992

COLIN AND JAMES FROM LETS TALK RETRO LOOK BACK TO SEPTEMBER 1992 AND THE COMMODORE AMIGA CHARTS

>>Colin

For this Games Chart Flashback, we're going back to September 1992. A time when The Shamen were top of the UK music charts with Ebenezer Goode and if you went to the cinema you might have watched Steve Martin and Goldie Hawn in Housesitter, Clint Eastwood in Unforgiven, and bringing things round to retro gaming Brendon Fraser having a blast on Sega's arcade racer Rad Mobile in California Man.

>>James

I remember that Rad Mobile scene in

California Man. But did you know that Rad Mobile was the first game to feature everyone's favourite blue hedgehog several months before the release of Sonic the Hedgehog? He can actually be seen in the game swinging from the rear-view mirror.

>>Colin

Yes, I think I've heard that somewhere before. Anyway, we're here to take a look at the Amiga chart from September 1992 and at number five is the space flight simulator Epic. A game that was developed by Digital Image Design and published by Ocean. The easiest way to summarise the game would be as an intergalactic reworking of the hugely popular F29 Retaliator. The story of the game was heavily influenced by popular Sci-Fi television programmes and movies of the time. Do you have any memories of this game James?

>>James

To be totally honest I don't think I've played it, but I think one of the many Amiga magazine cover disks in

my collection features some extra missions for it. Next up at number four in the chart is a game for people that think they can do a better job than Ozzy Ardiles, Championship Manager. You're a big football fan Colin so I bet you've spent some time playing this one.

>>Colin

Well I do support and go to watch Reading FC, so I guess that makes me a fan. I do actually re-member playing Championship Manager when it first came out. It was the first game in the long running series and was developed by Intelek and published by Domark. On the box it boasted that it was the most realistic football management simulation ever and at the time it probably was. For me though it was where games of this genre started to get a bit too realistic and over complicated. That's probably why my football management sim of choice has always been The Boss on the commodore 64, which is a much more basic but fun game if you ask me.

>>James

Moving on then to number three and still selling boat loads that month was another foxy game that came out on many formats and was



GAMES CHART FLASHBACK

Commodore Amiga - September 1992

1. Sensible Soccer (Renegade)
2. Monkey Island 2 (Lucas Arts)
3. Striker (Rage Software)
4. Championship Manager (Domark)
5. Epic (Ocean)

imaginatively titled 'Striker'. The game was developed and published by Rage Software. I remember having this game on the SNES and it was pretty enjoyable.

>>Colin

I remember the gameplay was really fast paced so it took a while to get used to it. The game only featured International teams and didn't include any player names. It was a fairly basic affair and wasn't the best football game on the Amiga but like you say it was pretty enjoyable to play. Oh, and a Fun fact for you about this one is that the French release on the SNES was titled 'Eric Cantona Football Challenge'.

>>James

Oh really, I wonder how much they paid Cantona for that privilege. Next at the number 2 spot we find everyone's favourite wannabe pirate adventurer Guybrush Threepwood staring in Monkey Island 2: LeChuck's Revenge. Following on from the success of his first adventure our hero was back and this time in search of the mysterious treasure of Big Whoop.

>>Colin

Of course, this one was developed and published by Lucas Arts and directed by Ron Gilbert. It used the famous SCUMM Engine, SCUMM standing for Script Creation Utility for Maniac Mansion. It was the engine developed by Lucas Arts for their first point and click adventure game which as you may have guessed was Maniac

Mansion. I loved playing the Monkey Island series. It was the well written humour and challenging puzzles that got me hooked and as a result I became addicted to point and click adventure games for some considerable time.

>>James

So finally, at the number one spot it's more football but you won't hear me say a bad word about this one because it was played like crazy in my house. Like many I'm sure Sensible Soccer got me hooked when it first appeared as a payable demo on a magazine coverdisk. I know it's a game you love as well Colin.

>>Colin

Yes, I loved Sensi on the Amiga and I still do today. It's more or less the spiritual successor to

Jon Hare's Microprose Soccer which was released in 1988. A game I was lucky enough to get a pre-release copy of as I knew a Microprose game tester at the time. Sensi though was a big improvement over Microprose Soccer and even managed to improve on the addictive fast paced gameplay. It's therefore no wonder it went on to sell so many copies.

>>James

So that's about it for this Games Chart Flashback. If you want to join us looking back at more charts, then don't forget Games Chart Flashback is a regular feature on our Retro Gamer Show videos over on our YouTube channel. But for now, and as always, we will leave you with a few cheats for the games featured in this chart that you might find useful.



Monkey Island 2 LeChuck's Revenge:

For the most pointless cheat ever and to automatically complete the game press Alt+W.

Epic:

For cheat mode press left shift and slowly type nem ydid eht, then press enter to enable cheat mode. A sound will confirm the code has been entered correctly. You can then press C to complete the current mission and press down/right on the joystick + enter for full weapons and shields.





FUSION



Game : **Dangerous Streets**
Year : **1994**

■ Beat 'em up games were all the rage back in the early 1990s and thanks to the likes of such brawler classics as Capcom's *Street Fighter 2* and Midway's *Mortal Kombat* it seemed like we all just couldn't get enough of that good ol' button bashing beat 'em up goodness.

Sadly though, as we all know, with the yin, comes the yang and while I could pick out a number of poorly executed beat 'em up titles for the Amiga, I've opted for Flare Software's *Dangerous Streets*, a fairly simplistic one on one affair which despite a standard, AGA and a CD32 release, still failed to impress the critics and punters who shelled out their hard earned pocket money on what was essentially a pile of old rubbish.

Dangerous Streets followed the same formula as the likes of *Street Fighter 2*, choose one of eight fighters and go head to head with the CPU or with a mate. But don't expect to play any champion sumo's, mystical yogi's, military soldiers or martial arts experts, oh no! In these *Dangerous Streets* it's Pinan the lorry driver, Sgiosa the disc jockey, Tony the playboy, Luisa the gym teacher, Macalosh the spiritual leader, Lola the top model, Keo the castle custodian and Ombra the palmist. No, I'm not making

this up!

Each character has a range of special moves, some of which are just down right wacky, such as Pinan's spinning hat attack, Lola's hair gel attack and Luisa who can transform into a slab of concrete to protect herself. Graphics are cartoony and the animation feels like it is missing a good few frames which would explain why the characters twitch a lot. Collision detection is frustrating and thanks to a lack of decent sound FX and recoil from your opponent it's hard to tell if you've actually hit them or not. Controls make no sense and most of the time feel totally random but find that sweet spot on the stick and hold the fire button at the right time and you can defeat your opponent with the same move over and over. One small saving grace is the backgrounds which are nicely drawn and do feature the odd bit of parallax scrolling here and there.

Overall this is one beat 'em up that just doesn't quite come up to the standard of others available for the system. I can only imagine your disappointment had you actually bought this back in the day or had you had the misfortune to come across it as part of your new CD32 bundle.

Publishing retro-gaming books and magazines since 2006



FUSION

Subscribe to ensure you don't miss an issue!

Purchase current and back issues at:
www.fusiongamemag.com